



STAR WARS II

THE ORIGINAL TRILOGY

BUILD AND BATTLE THROUGH THE ORIGINAL TRILOGY!

Play through a fun *Star Wars* galaxy that combines the endless customization of LEGO® with the epic story from *Star Wars* Episodes IV-VI.

NEW!

BUILD AND RIDE VEHICLES
Build and ride classic *Star Wars* vehicles and get in and out to explore!

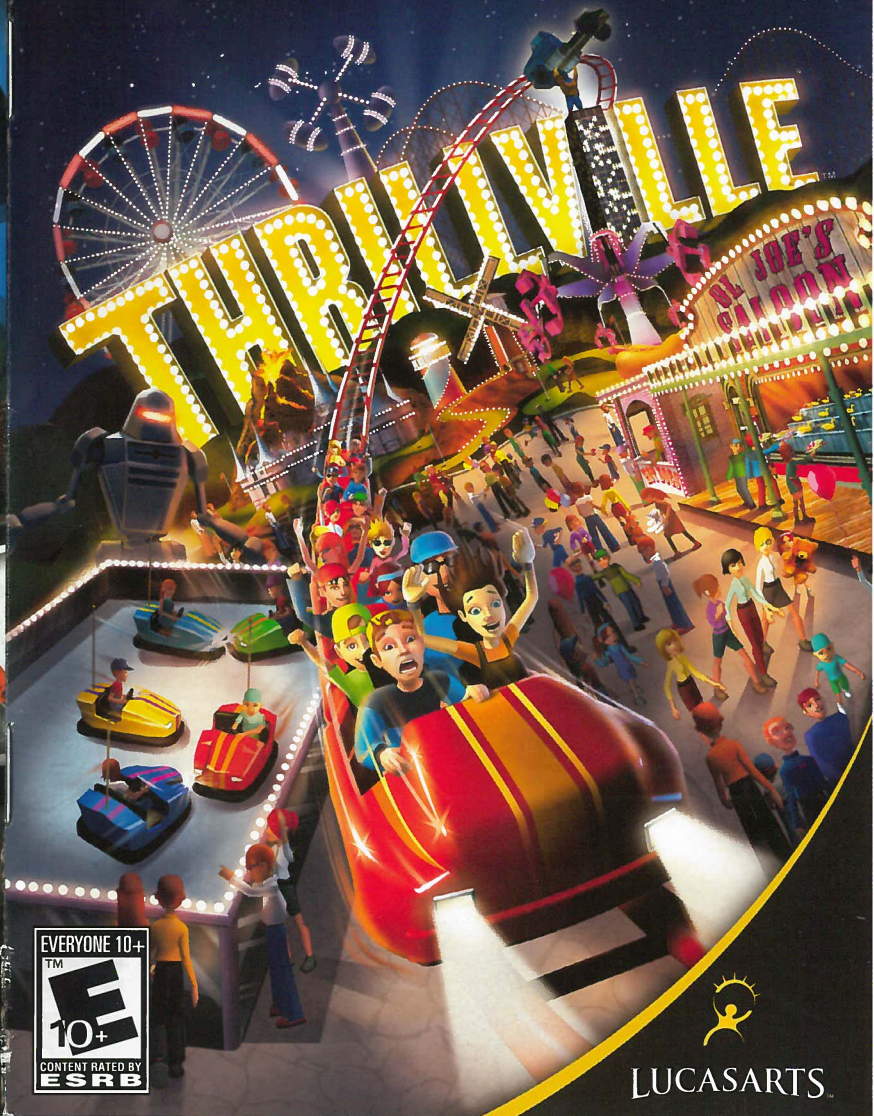
NEW!

MIX AND MATCH CHARACTERS
Create and customize your own playable *Star Wars* characters in millions of different ways.

PLAY WITH A BUDDY
Drop-In/Drop-Out Co-Op lets a friend join in or leave at any time, in any level.



**AVAILABLE
NOW!**



LUCASARTS

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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WELCOME TO

THRILLVILLE™

DESTINATIONS:

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The main, park-building game in Thrillville is for one player only, but the Party Play and Tourney Mode were made for multiplayer and can be played by one to four players.

When you turn on the game, you will see the Main Menu, where you are given six choices:

- New Game** Create your own ultimate theme park (see page 6).
- Load Game** Load previously saved data and continue.
- Party Play** Jump into the action with 1-4 player mini-games (see page 24).
- Tourney Mode** Set up a multiplayer mini-game tournament (see page 24).
- Blueprints** View all of the custom coasters and tracks you have created, or build some more.
- Options** Change various sound and graphic options, or view unlocked cut scenes.



NOTE: From here on out, when this manual says "select" it means to use the left thumbstick or directional pad to select an option from a menu of choices, then press the **A** button to confirm. Pressing the **B** button will generally cancel what you are doing and take you back a step.



Xbox® Controller S



These are the basic controls used for moving around the park. The controls will change depending on whether you are placing a ride, building a coaster, or doing other things. Refer to the different sections of this manual for detailed controls for different actions.

NAVIGATING THROUGH YOUR PARK:

LEFT THUMBSTICK	move character or cursor in menus
DIRECTIONAL PAD	move character or cursor in menus
RIGHT THUMBSTICK	camera control
A BUTTON	confirm, select options presented on screen
B BUTTON	cancel, sprint (while moving)
Y BUTTON	talk to nearby guest
X BUTTON	bring up Park Menu (see page 12)
START BUTTON	pause game and bring up Pause Menu
BACK BUTTON	bring up Park Menu (see page 12)
RIGHT TRIGGER	look camera (hold the Right trigger and use the left thumbstick to check out your surroundings)



SAVING YOUR GAME

While building your park, you can save your progress by pressing the Start button. When the Pause Menu appears, select "Save". If you are involved in an activity like a mini-game, you will have to press the Start button, then select "Exit Minigame" to return to controlling your main character. Then you will be able to save your game as noted above.

LOADING A SAVED GAME

From the Main Menu, select "Load Game" to load your game data and continue from where you left off. If you have more than one park unlocked, you can choose which park to enter.

TUTORIALS

As soon as you arrive in your park, you'll see five tutorial stations—colored columns of light that you can walk up to and touch or press the **A** button to begin helpful tutorials. Mortimer will guide you step-by-step through your first few missions, and show you how things work in your new park. Each tutorial is color coded to match the different types of missions on your Missions screen (see page 12).



YOUR ALL-ACCESS PASS TO ADVENTURE!

Your funky Uncle Mortimer is so impressed with your coaster designs (and so toasted after a workshop accident) that he's put you in charge of Thrillville, his latest, greatest theme park. Sweet.

Now it's up to you to prove that you've got what it takes to design and run the hottest vacation destinations. You decide what new rides to construct, what food to serve, and what types of guests to attract. It's all up to you.

And the best part is that you're not stuck in some lame manager's office underground — you're right in the middle of the action! Try out all your rides! Take on some awesome challenges. Talk to your guests and find out what they think of your spread. Make friends. Make changes. It's your park. Live large.

STEP INTO A NONSTOP PARTY IN MEGA-THEME PARKS YOU CREATE!

Customize your parks, interact with guests, and build and ride your own roller coasters and other rides. Race on go-kart tracks YOU construct, play mini-golf on courses YOU design, and much, much more! Join your friends for multi-player party games, from bumper cars to arcade games. You can also tour your parks on foot, chatting with all your guests to help them out and make sure they're enjoying themselves.

Build, manage, customize and socialize your way through five different theme parks YOU create. Intuitive, easy-to-use tools allow you to create dozens of ride types, including wooden, corkscrew and inverted roller coasters, merry-go-rounds, trams and all your favorite carnival rides.

The mini-games you install are more than simple props for your parks — you can actually play them! Take on your buds in bumper cars, saucer soccer matches, remote-control car races, shooting galleries, custom mini-golf courses, rhythm challenges, arcade-style shoot-'em-ups, and many more!

Chat and build friendships with any of your guests. You might even flirt with cute ones. Address their unique concerns about your parks, or even help a guest impress their crush. Listen to what your guests really want and make your parks into the coolest party spots around!



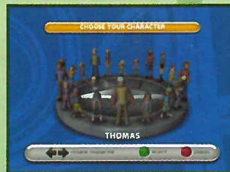


GET IN CHARACTER

If you select New Game, you will see a message from Uncle Mortimer, then you can choose a character to play. Press left/right on the left thumbstick or directional pad to rotate the selection wheel and press the **A** button to select a character. Press the **A** button again to go directly to your park, or press the **X** button to further customize your character. You can customize various head styles, clothing and color options. If you're going to run the hottest park around, you should look the part! You can press left/right on the right thumbstick to rotate your character for a better view.

Press the **X** button to edit your character's name. On the name entry screen, select letters by pressing the directional pad to highlight, then the **A** button to enter. Press the **X** button to delete a letter, the **Y** button to finish name entry, or the **B** button to cancel. When you're done editing your character, press the **Y** button to save your character and begin the game.

As soon as you start a new game you'll see a brief cinema, then you'll be dropped right into the middle of your main park. Try the controls to get yourself moving around.



NOTE: Park Structure – Each park is made up of one large property divided into three smaller themed sections. You will start your game in Thrillville's superhero themed Superville, and can stroll from there into the sci-fi sector of Lunarville and the fantasy realm of Ogreville. If you get lost, refer to the map in the Park Menu (see page 12). As you progress in the game, you will open up new parks.

SCREEN DISPLAY

You may notice a small window that is shown in the upper left corner of your screen any time you're in your park. This displays the number of missions you've completed, the amount of cash on hand, and how close you are to unlocking the next park.



TRY THE RIDES!

One of the best things about owning your own park is that you can hit all the rides – for free! Walk up to any ride in your park and press the **A** button when its name appears to jump on. The default view is Head Look Camera, in which you can use the left thumbstick to look around and the **X** button to change the viewing seat. Press the **Y** button to toggle between Head Look Camera, Watch Camera, (press **X** to change which car to watch) Seat Camera, (press **X** to change the viewing seat) and Cinematic Camera. Different rides will have different view options. You can press the **A** button while on some rides to raise your arms and make some noise! Whoohooo! Press the **B** button to exit the ride at any time.



Game attractions like mini-golf courses and shooting galleries can also be walked up to and played by pressing the **A** button. You can purchase a hat or a balloon from a stall by pressing the **A** button, or slake your thirst or hunger at a food or drink stand. As you approach an attraction, you have the option to press the **X** button to Edit it (see "Inventory" on page 22).

BUILD A RIDE!

What could be better than trying a ride? How about building your own?! If you approach an open area (called a "Build Zone") of your park, a notice will appear at the bottom of your screen. Press the **A** button to construct a new attraction. In most areas, you will have three available options:



- Carnival Rides** Self-contained pre-built rides like ferris wheels
- Games** Attractions like mini-golf or shooting galleries
- Stalls** Locations offering food, drinks, souvenirs, and restrooms



In special locations, you will be able to build tracked rides and rollercoasters.

Hint: look for the giant signs that say "Coaster"!

(See "Build" on page 18 for information about building rides and coasters.)



ON A MISSION

As you manage your park, "New Mission" pop-ups will appear to let you know that Mortimer has a task that he'd like you to do. Missions are great ways to learn about your park, score cash, and unlock other missions. When you see a New Mission pop-up, press the **X** button to go to the Missions Screen (see page 12). Press the **B** button to close the Mission pop-up window.

When you enter the park for the first time, you'll see several colored light columns – check out each one to get your first taste of missions!



CHAT IT UP!

Walk up to one of your guests and press the **Y** button.

A spinning green arrow will appear above that guest's head. If you're talking to a guest who is part of a group, you can press left/right on the left thumbstick or directional pad to scroll through guests in the group.

The Basic Stats feedback panel that appears will show the highlighted guest's name, happiness level, and their top issues. The Happiness meter will be filled and green if that guest is happy, and will empty, turning yellow or red if they get upset.



Press the **X** button to show (or hide) the Detailed Stats display, which shows the guest's Emotional issues (like loneliness and boredom) and Physical issues (like hunger and thirst) as well as their Thrill and Skill ranges. If an issues meter is empty or green it means that guest is OK in that department. As a specific issue increases, that meter will fill and change color. For instance, if a guest can't find food, their Hunger meter will fill, turning from green to yellow to red. If you're seeing red, that guest is in trouble!

This is one way to get quick feedback about how smoothly your park is running. Pay attention! If you can meet the needs and interests of your guests, you've got amusement gold!



NOTE: Certain things make your guests happy, like clean parks and adequate facilities. Other things can make your guests upset, like hunger, messy areas, and unsatisfied needs. Keep these things in mind as you design your park.





While a guest is highlighted, press the **A** button to begin a conversation. Your first options appear in a bar at the top of the screen and consist of greetings such as "Hello", "Handshake" or "Hug". Press left/right on the left thumbstick or directional pad to select one of these, then press the **A** button. Continue to press the **A** button after each response. Conversation topics like "About the Park", "Chat", or "Challenge" will then appear. Select a topic, then one of the comments that follow. Press the Left trigger to select the leftmost item or the Right trigger to select the rightmost item. Press the **A** button to keep the conversation going and to bring up new comments (you may have to scroll to see them all). Select different comments to ask for that guest's opinion about your park, compliment them, or share an interesting fact. Different comments will appear depending on your selections.



You will notice a Friendship meter at the lower center of the screen. If you're nice to your guests and chat about things they're interested in, the Friendship meter will grow. It may shrink if you're lacking in people skills. If their Friendship meter fills up enough, the words "Friends", and then "Good Friends" will appear – and you can never have enough friends! Making more friends will increase happiness throughout your park, gradually improving everyone's attitude. If your line of conversation is boring someone, press the **B** button to exit the current menu and select a new topic. While you are chatting with a guest you can press the **X** button to bring up their feedback panels. You can press the **B** button at any time to exit a topic and again to end a conversation.

SPECIAL TOPICS:

Flirt: (For teens only.) If you strike up a conversation with a guest of the opposite sex, you might be able to Flirt by selecting comments under the main "Flirt" chat topic. If you're making progress, you'll see a new Attraction meter appear above the character's name. Fill the Attraction meter to become a "Love Interest" or even "Sweethearts"!



Flirt Mini-Game: If "Flirt Mini-Game" appears as a chat option, you can select it to try to increase the Attraction meter. Different colored icons will rotate around your cupid. Press left/right on the left thumbstick or directional pad to rotate cupid and press the **A** button to fire an arrow. Target rotating icons that match the ones the guest is thinking about on the right. Match both color and icon to increase the Attraction meter by three hearts, but getting just the color or just the icon right is not bad either. If you miss or hit a topic your guest isn't thinking of, the Attraction meter will decrease. Score a few direct hits and make a real connection!



Matchmake: If you select "Matchmake" while chatting and the guest is willing, you will take temporary control of that guest character, giving them the chance to make friends and flirt with other guests. Love is in the air! Press the **X** button to return to controlling your main character.

Challenge: Select the "Challenge" topic during a conversation to invite that guest to a one-on-one mini-game challenge! If they accept your challenge, choose from a selection of mini-games. Press the **Y** button to see the controls before you begin, then it's on! At the end of a challenge, you can Restart the mini-game or Quit. You may fulfill the guest's need for challenge or just make a friend. See page 24 for more information about mini-games.



PAUSE MENU

Press the Start button at any time to pause the game and display the Pause Menu. If you pause while controlling your main character, the Pause Menu will show Options, Save, Park Select (if you've opened at least one new park) and Exit to Main Menu. Be sure to exit only if you've saved your game, or you will lose your progress. If you pause while playing a mini-game, the Pause Menu will show Exit Minigame, Controls, (to review the mini-game controls) and Options.



Press the **X** button or Back button while controlling your main character in your park to bring up the Park Menu, which has five sections:



MISSIONS

Highlight the Missions token icon in the Park Menu and press the **A** button to bring up the Missions screen. You can also reach the Missions screen by pressing the **X** button while viewing a "New Mission" pop-up screen.



Missions are various tasks Mortimer has dreamed up for you to do. Each park will have a certain number of missions to try. Missions are broken down into different types: Build, Games, Guest, Upkeep, and Business – each with its own colored Progress meter. Select one of the mission types and press the **A** button to see the available missions. Missions that have not yet been unlocked will show a lock icon. Highlight a mission to view a description and requirements. Press the **A** button to select a mission. Selecting some missions will transport you directly to where you need to be to complete that mission. Other missions can be selected, but you will need to decide where and how to pull them off. Completed missions will show a token icon. Some missions can be completed to bronze, silver, and gold levels, depending on how well you perform. Other missions award only a gold token, indicating that they are completed. You can go back to some missions you've completed to get higher scores. The Mission screen also shows the number of unfinished missions, and the number of gold, silver, and bronze tokens you've earned.



Completing missions will often open up new missions. Each mission you complete will also provide you with extra cash (the amount will appear in the mission description). A Park Completion meter is shown below the mission types. If you fill this meter by completing a certain number of missions, you will unlock a new park. If you do, you'll see a "Park Completed!" pop-up and you will be able to go to a new park. Don't worry, you will still be able to visit and build in your existing parks. While you're in your park, press the Start button to access the Pause Menu and go to "Park Select" to choose which park you'd like to go to. Select a park from the rotating menu.

You don't have to complete every mission to fill the Park Completion meter, so you can choose which missions to take on. Completing missions is a great way to learn how your park operates, and as you progress you'll open up new parks, new rides, and new opportunities!



If you see a character with a rotating colored token above their head, they are involved in one of your missions. Speak to them for a challenge or opportunity.



MANAGE

Highlight the MANAGE ticket icon to enter the Manage menu, where you can find out all sorts of cool information and decide how you run your park. There are several options to choose from here:

OVERVIEW: This screen shows the average guest stats – Happiness, Hunger, Thirst, Nausea, Bladder, and Boredom. These are handy indicators to help you decide what your park needs: If the Hunger meter is in the red, build some food stalls. If Nausea is a problem, add some gentle rides and restrooms. If guests are bored with your rides, install some new ones or increase your research budget to come up with fresh attractions.



Also displayed are your Cash, the year and date (in Thrillville time), Park Value, Guests in park, Number of Rides, Number of Stalls, Number of Staff, and Broken Rides. A Park Completion meter is shown at the lower right. The Park Completion meter is filled as you complete missions. When the Park Completion meter is completely filled, a new park will be unlocked so you can expand your entertainment empire.



Press the **Y** button for another overview screen showing average park stats, such as Thrill, Skill, Nausea, Cleanliness, and Reliability meters. Also shown are the number of Carnival

Rides, Coasters, Race Tracks, Games, Food/Drink Stalls, and Gift Stalls, and how many Friends, Good Friends, Love Interests, and Sweethearts you have made. Make tons of friends, and you'll give your park a Happiness Boost!





FINANCE: The first screen, "Finance: Loans", shows year and date, Cash available, Park Value, and any current loan taken out to finance the park. Press left/right on the left thumbstick or directional pad to decrease or increase the current loan, then press the **A** button to update the amount. Increasing the loan amount will make more money available for building your park, but gives you another bill to pay. Payment of interest on a loan will be calculated along with other monthly expenses.



Press the **Y** button to show the next screen, "Finance", which displays a month-by-month total of expenses (in red) and revenues (in green), consisting of construction costs, running costs, stall stock, staff wages, marketing, research, loan interest, ride tickets, stall sales, and prize money. A total profit or loss is shown for each month, letting you know exactly how well your park is doing financially. Press left/right on the left thumbstick or directional pad to change the month displayed.



Press the **Y** button again for a third screen, "Finance: Profits", which shows how much money you've made on each type of attraction. You're a financial genius!



DEMOGRAPHICS: Shows a detailed breakdown of ages and information about your guests, including how much money they have and how much they're spending in your park. The Demographics: Basic screen shows a pie chart with the proportion of children, teens and adults. Figures are displayed for the current and total number of guests, as well as an average of how much money your guests have coming into the park and how much they are leaving with. Press the **Y** button to see the Demographics: Details screen, with another pie chart detailing the proportions of single adults, single teens, adult couples, teen couples, teen groups, one parent families, and two parent families, as well as the total number of groups in your park.



MARKETING: You've got to advertise your park to really bring in the crowds! The Marketing screen allows you to place ads in different magazines and newspapers or air commercials on different television channels. Take a look at the demographics for the various advertising and decide what types of individuals you want to attract to the park (and what you can afford). Press left/right on the directional pad to highlight various ad options and press the **A** button to select.



NOTE: You can only run ads in one source at a time. Once a marketing campaign has finished, you can choose another one. You will get a pop-up notice when a marketing campaign is over. Remember, time flies when you're having fun, and a month goes by quickly in Thrillville time.



NOTE: When you begin a new marketing campaign, give it an extra boost by building one or more new rides at the same time. This will attract more of the folks you're trying to reach!

RESEARCH: Allows you to set aside a budget for Mortimer to develop ideas for new rides. If you spend your hard-earned cash on research, you will unlock additional attractions. This screen will show how much has been spent on research and what attractions are next to be developed. Attractions that Mortimer hasn't fully dreamt up yet are shown with a lock icon. The higher your research budget, the faster new rides will be developed. Press left/right on the left thumbstick or directional pad to decrease or increase your monthly research budget, then press the **A** button to update the amount.





Staff: Here you can review, train, and hire new staff members: mechanics to repair rides, groundskeepers to clean up, or entertainers to keep your guests happy. Your current staff members are displayed in a window in the center of the screen. Scroll to each one to show their name, wage, position, current location, and training level.



TRAINING PARK STAFF

Each new staff member starts out with a training level of zero (an empty training meter). Increasing your staff's training level will help them do a better job and will improve your park's Cleanliness, Reliability, or Ambience ratings. Highlight a staff member, press down on the **A** button and select "Train" to temporarily take control of that staff member, no matter where they are. You can move them to any area of the park and press the **A** button to begin training. Each type of staff member has a different training method:

Entertainer: Select one of these talented dancers and move them to any section of your park. Press the **A** button to start their routine. Dancers will enter a rhythm mini-game where you will have to press the left thumbstick or directional pad up/down/left/right to aim the arrow at incoming notes and the **Y**, **B**, **A**, and **X** buttons to dance in synch with the music. Tap the buttons for short notes or hold them down for long notes. Match the timing of the notes to increase your score. Killer acts will make your guests happy to stay.



Mechanic: Your complex rides and attractions need to be kept in good condition to prevent them from breaking down. Take control of a mechanic and walk up to a ride or game. As you approach it, you will see a pop-up with the attraction's name, the date it was built, and its Reliability meter. If the meter is green or filled, the attraction is OK. If the meter is red, it needs repair, and if it's empty, the ride or game is broken down. Press the **A** button to Fix or Maintain the attraction. The mechanic will open the attraction's service hatch and repair the delicate circuit boards inside. Use the left thumbstick or directional pad to move the cursor, then press the **A** button to place components. Complete the broken circuits by using the supplied segments to form a path from the flashing green terminal to the flashing red terminal. Press the **B** button to undo the last circuit segment. You have a limited time to repair circuits, but will be granted extra time if you complete circuit paths.



Groundskeeper: Having all these guests is great, but what a mess they can leave behind! Not to mention that unmentionable stuff near the especially spinney rides... Select one of your groundskeepers when you need to clean up your park. Move to any area of your park and press the **A** button to tidy up. Use the left thumbstick or directional pad to move. Use the right thumbstick to aim your trusty Blowvac tool at offensive messes. Hold the Right trigger to suck garbage into the Blowvac, or hold the Left trigger to wash up items. When an item is targeted, your aiming cursor will turn from red to green. Different items are worth various point values. The groundskeeper will have a time limit to pick up or clean a specified number of items. A clean park is a happy park.



When the staff has completed their job, you'll see a results screen with your score — you may get some extra cash for high scores! You will have the option to restart the mini-game, (**B** button) see high scores (**X** button), or exit the training (**A** button) and return to controlling the staff member. Staff members can dash with the **B** button and pick up misplaced items around your park, but you cannot chat with guests, use attractions, build rides, or access the Park Menu while controlling a staff member. Press the **X** button while controlling a staff member to return to controlling your main character.

Your staff members will slowly pass their training on to other staff of their type. If you have two mechanics, for instance, and train one, the training level of the other mechanic will increase over time. You can speed the process up with some hands-on training.



NOTE: Although using the Staff screen is more efficient, you can also train staff members by approaching them while walking in your park. You will notice a special option box appear at the bottom of your screen if you are near a staff member. Press the **Y** button to control and train staff as noted above.



HIRING AND FIRING

If your staff members can't keep up with your busy park, use the Staff screen to hire more. Press the **Y** button, select the type of staff member you need, then press the **A** button to hire. Press the **B** button again to return to the Staff screen.

While a staff member is selected, select "Fire" to let that staff member go. Hey, life can be tough, even in an amusement park...



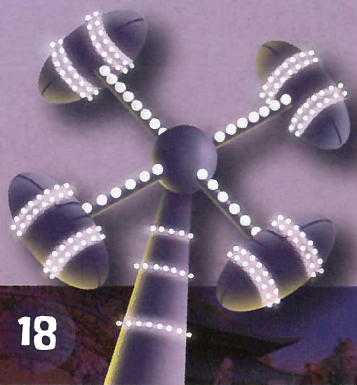
GRAPHS: For the truly detail-oriented, here you can press left/right on the left thumbstick or directional pad to scroll through charts showing cash minus loan, park value, weekly profit, weekly income, weekly spending, total guests, total adults, total teens, total children, and new guests. Note the trends and plan ahead. You're a fun machine.



BUILD

This menu option allows you to choose what type of attraction you would like to add to your park, then allows you to select which open area you would like to place the attraction in. Decide what your park really needs, then use the White and Black buttons to scroll through available locations. It's just like walking up to a Build Zone and using the "BUILD" option, but without the footwork... Whether you walk up to a Build Zone or select "Build" from the Park Menu, the process is the same.

When you select "Build" from the Park Menu, you will see a list of different attractions: Carnival Rides, Coasters, Race tracks, Games, and Stalls. For example, if you select Carnival Rides, a menu of several rides will appear. Press left/right on the left thumbstick or directional pad to highlight the different rides and see information about running cost, building cost, power consumption, size, etc. Decide which ride you'd like to build and press the **A** button. If you don't have enough cash to match the build cost, you won't be able to build that ride.



An outline of the ride will appear in an available Build Zone. If the outline is red, the ride can't be placed. Adjust the position until the ride outline is blue.



RIDE BUILDING CONTROLS

Left Thumbstick	move ride position
Right Thumbstick	left/right: rotate camera up/down: zoom camera in and out
A button	place the ride
B button	cancel (go back to ride selection menu)
Y button	move other attractions out of the way to make room for the new ride
Right trigger/ Left trigger	rotate the ride in position
Black/White button	switch to different Build Zones

Placing certain Games and Stalls is just like placing a Carnival Ride.



NOTE: You will generally be able to build only one of each type of ride in a park. If you select a ride and it says "Already Built", try selecting another ride.



NOTE: Each ride and attraction you build consumes a certain amount of power. There is a set power limit for each area in your park, and once you reach your limit, you will no longer be able to build attractions, even if there is open space available. Keep an eye on the Power meter shown in the Build screens – when it empties, construction shuts down.

If you want to change the position or appearance of an attraction after it is placed, you can Edit it (see page 22).





BUILD A ROLLERCOASTER!

Keep on Track!

Select "Build" from the Park Menu then "COASTERS". You will be presented with the options to "BUY PRE-BUILT" or "BUILD YOUR OWN". Pre-Built designs are based on Mortimer's existing blueprints and are simply dropped in place. Some existing attractions may have to be deleted to fit a pre-built coaster.

Building a coaster from scratch is more challenging – and more fun! Select "BUILD YOUR OWN" to begin construction. Select the type of coaster you'd like to build. Then, use the Right trigger and Left trigger to select an available Build Zone for your coaster. Mortimer will offer a hand with some helpful tutorials – select them to learn how to make the wildest rides! Once you're ready, your view will shift to a first-person "on the track" view with the Track Selection Tool in the upper right corner of the screen.



Use the controls listed below to change the shape of the glowing blue track piece directly in front of you.

COASTER CONSTRUCTION CONTROLS

Left Thumbstick or directional pad	change curve of track in selected direction. Press once for a gentle curve, twice for a moderate curve, and three times for the sharpest curve.
Right Thumbstick	left/right: rotate camera, up/down: zoom camera in/out
A button	place the currently selected track piece and move on to the next
B button	delete the currently selected track piece
Y button	toggle camera view near/far to get a better view of your whole coaster
Left trigger	hold down to show a menu of Thrill Tracks like loops and barrel rolls. Press left/right on the left thumbstick or directional pad to select a piece and press the A button to place it.
Right trigger	Track Assist – if your coaster has spun out of control, Track Assist might be able to bring it on home. Hold the Right trigger and press the A button to start Track Assist. This tool will attempt to calculate a route back to the starting point. If Track Assist finds a solution, the suggested track solution is shown highlighted in white. Press the A button to accept the solution or the B button to reject it. If Track Assist times out without finding a solution, you can press the A button to have it try again, or press the B button to cancel and keep designing.
White button	bank (tilt) the current track piece to the left
Black button	bank (tilt) the current track piece to the right



NOTE: Not all track options are available for all coaster types.



Go nuts and put lots of twists and thrills in your design! If the track piece turns red, it means you're colliding with the ground or another attraction, or you're doing something like building too high or too far from your start point – adjust your design to remain in the realm of possibility.

When you've completed your coaster by returning to the starting gate, it's ready to roll! Once your coaster is finished, you will see its stats such as: maximum speed, length, and vertical G-forces.

TRACKED RIDES AND MORE

Building a tracked ride like a go-kart raceway is similar to constructing a rollercoaster. You will be using the Track Selection Tool, but you won't have access to as many options. Even creating a mini-golf course is similar in that you will be selecting and placing different sections. Watch the tutorials for each activity carefully and you'll be making a killer park in no time!



MINI-GOLF CONSTRUCTION CONTROLS

directional pad	move tee-off location, to complete your hole, press down
Left Thumbstick	press left/right to change to a curved, angled or square corner
Right Thumbstick	move camera, hold left/right to change direction of tee-off location
A button	place the currently selected section and move onto the next
B button	delete the currently selected section
Y button	bring up stats
Y button	enter menu of specialty sections such as humps or obstacles
Left trigger/Right trigger	rotate the camera 90 degrees





INVENTORY

Select the "Inventory" option from the Park Menu to review and edit attractions. All of the attractions within your park are shown. Press left/right on the left thumbstick or directional pad to scroll through the attractions. The information displayed for each attraction might include: Ticket Price, Capacity, Duration (how long the ride lasts in seconds), Costs, Income, Profit, and number of Customers. There may also be meters showing the levels of Thrill, Skill, and Nausea. For stalls, you will be able to see the Sale Price (of a single item), Stock Cost, Costs, Income, Profit, number of Customers and meters of how the stall's products fulfill Hunger and Thirst or contribute to Nausea. Press the **A** button to take a spin on a ride or play the game. Press the **X** button to Edit (see below), or press the **B** button to go back to the Inventory menu.

EDITING RIDES

Items you can adjust for a ride (or game) include:

Change Ticket Price: press left/right on the left thumbstick or directional pad to decrease or increase.

Sell: get rid of a ride and get some cash back.

Edit Track: for coasters and tracked rides.

Customize Style: Edit Colors by adjusting the color bars (press left/right on the left thumbstick or directional pad to change, hold the Left trigger to change contrast or the Right trigger to change brightness). Choose Theme to adjust appearance (press left/right on the left thumbstick or directional pad to change theme). Use the left/right directional pad to Move Entrance, Move Exit, or Move Queue to make your rides more accessible.

Rename: give a new handle to certain rides.

Move: allows you to reposition your ride.

Edit Advanced Features: change features like the number of loops a ride makes. Certain rides may have other options to change, like the number of cars or the launch speed of a coaster.

Create Blueprint: saves a blueprint of a coaster, mini-golf course or tracked ride, so you can access it from the Main Menu and tweak the design later.



EDITING STALLS

Items you can adjust for a stall include:

Change Sale Price: adjust the sale price of a single item (like a burger).

Sell: get rid of the stall and get some cash back.

Customize Style: Edit Colors as listed for rides above. Choose Theme to adjust appearance. Choose Optionals to add decorative pieces to the stall.

Move: allows you to reposition the stall.



NOTE: The Inventory Menu shows important information about each attraction, such as how many customers have used the attraction, how much it costs to operate each month, and how much profit it has raked in. This information can be very valuable in determining whether to build more of certain attraction types, or sell an attraction to make better use of that space (and cash).



MAP

This screen shows an overall park map with a "YOU ARE HERE" indication. You should be able to clearly see the three main color-coded areas

of your current park, along with your location and the location of attractions. Move the cursor to a ride or attraction and press the **A** button to show some details on that attraction. Press the **A** button again to travel immediately to the attraction or the **B** button to cancel. Press the **Y** button to zoom in to one area or zoom out to see the entire map. Press the **X** button to show map details, allowing you to toggle indicators showing the locations of attractions, staff, and Build Zones. You can even turn on indicators that will show which rides are the most popular and which are making the most money. Highlight the item you would like to display on the map and press the **A** button to show or hide its map indicator.





You've worked hard at managing your park. Now it's time to party! Up to four players can join in on the multiplayer mini-game madness!

At the start of each mini-game, a title screen appears. Press the **X** button to see controls for that mini-game, or press the **A** button to begin.

Select either Party Play or Tourney Mode from the Main Menu.

PARTY PLAY allows you to select a mini-game and jump right into the action. Some mini-games may be locked until you fulfill certain conditions. Press left/right on the left thumbstick or directional pad to rotate the game titles, then press the **A** button to select a mini-game. Select a difficulty level (easy, normal, or hard). You may be able to select other modes and themes, depending on the mini-game. Each player can press the Start button on their controller to join in, then select a character appearance. At the end of the mini-game, you will return to the mini-game selection screen.



TOURNEY MODE allows you to set up a multiplayer tournament, and keeps track of player scores after each mini-game. For all mini-games, player 1 will be using the controller inserted in controller port 1A. Player 1 will make all of the gameplay decisions. Be nice to Player 1. Players 2-4 will be using the other controllers, and can press their Start buttons to join in. Select an overall difficulty level and the number of rounds to play (3, 5, or 7). Then use the mini-game selection screen to choose one game for each round. After selecting a mini-game, you may be able to select other options, such as different versions of the mini-game, or Battle or Co-op play (only if you are playing multiplayer). If you are playing with fewer than four players, you can add A.I. (computer) opponents. If you choose to play on teams, you will be able to divide up your teams before you begin. Each player's position and points are shown after each mini-game. At the end of the tournament, the first, second, and third place winners are displayed. Let the gloating begin!



MINI-GAMES

These are just a few of the many mini-games you'll be able to enjoy in your park:

EVENT HORIZON

Take on the galaxy in a blazing space shooter! Use the left thumbstick or directional pad to pilot a space fighter across a dangerous universe filled with enemy craft and hazards. Each spaceship features a different weapon with two distinct firing modes – switch between them with the Right trigger and fire with the **A** button. Power up your blue energy meter by collecting energy cells from destroyed opponents, then use this energy to fire your ultimate weapon with the Left trigger or power up your standard weapons when the meter is full. Hold the **X** button to charge your weapon, filling the yellow charge meter, then release to unleash. **KEEP MOVING!**



SHOOTING GALLERY: PROSPECTOR STAKEOUT

The wild west gets wilder when you draw your six-guns for rootin' shootin' gunplay! This old-fashioned attraction features a variety of colorful animatronic characters with targets of various values. Use the left thumbstick to move the crosshairs and press the Left trigger to fire. Hold the **A** button while moving the left thumbstick to move the crosshairs quickly. Hit a grouping of targets for a combo score and watch for flying bonus items and surprises. If you're playing against a friend, you can ruin their combos, too. Press the **X** button to reload before you run out of ammo, or you'll waste time as your empty pistol automatically reloads. Other shooting gallery games have similar controls and gameplay.



SAUCER SUMO

Prepare for futuristic arena battles aboard a spinning saucer! Use the left thumbstick or directional pad to move and the **A** button or Left trigger to boost. Boost is a handy way of bumping your opponents out of the ring, but don't get carried away, or you'll go off the edge yourself! The boost meter next to your score will fill to let you know when you can boost again. Rack up points for knocking out other saucers and for daring escapes. Randomly appearing pickups might allow you to temporarily freeze your opponents, scramble their controls, enlarge your saucer, or magnetize it. Picking up a powerup can also be hazardous to your health. Play dirty. They will.





SHOOTZONE: ROBOT INVASION

It was bound to happen. The robots are trying to take over the world, and you're humanity's last hope! Or maybe you're in Mortimer's latest mechanized ShootZone. Whatever. Target your enemies and watch out for health and weapon pickups and bonus point canisters. Red bars will appear to the sides of your targeting crosshairs, indicating you are being attacked from that direction. Multiple players will play on split screen. The action continues until time runs out. You can also take out other players. Press the **A** button to respawn if you're down.



Left Thumbstick	move character
Directional pad	move camera
Right Thumbstick	move camera – left/right to rotate, up/down to look and aim up or down
A button	jump
Y button	toggle crouch
Right trigger	fire weapon
Left trigger	previous weapon in stock
White button	next weapon in stock

TRAMPOLINES: SPOOKY

Bounce to frightful heights as you grab major air! Time your jumps and press the **A** button as you hit the tramp to bounce higher. While you're airborne, press the left thumbstick or directional pad up/down to spin (head over heels) and left/right to twirl (like a top). You can even hold the **X**, **Y** and **B** buttons to perform sick trick combinations. You'll get major points for mad moves, just make sure to make like a black cat and land on your feet!



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Vocals - David W. Collins
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(the "Funnkeltes") -
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Hammond Organ, Clavinet -
Ben Patterson
Trumpets - Bill Ortiz (lead),
Michael Olmos
Saxophone - Joe Cohen
Engineered by Harrison
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"Loop It" by 80-HD

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